CLAIMS

We claim:

1. "HARDWARE AND SOFTWARE INTEGRATION PROCESS FOR LOTTERY

5   BETS OPERATION", with process characterized by, utilization of Internet with

the following sequence: the user (U) will communicate with the Phone Network

(PN), which will be bilaterally connected with the Services Provider (SP) that is

endowed with external modems (MD) compatible with the interfaces of the first

microcomputer (COM) interfaces, with first microcomputer (COM) connected

10   bilaterally to the modems (MD) and connection box (HUB), with connection box

(HUB) connected bilaterally with the first microcomputer (COM), with the

second microcomputer (PGA), with the third microcomputer (ATI) and with the

fourth microcomputer (STO), with second microcomputer (PGA) connected

bilaterally to the box (HUB) and connected unilaterally to the scanner (SCA) and

15   the printer (PRI), with third microcomputer (ATI) connected bilaterally to the box

(HUB) and with fourth microcomputer (STO) connected bilaterally to the box

(HUB) and the Tape Unit (TU) and with the steps of operation with the following

sequence:

A) The user (U) access the net and, when "browsing" (navigating) by the same,

20   access this service page (for example, http://www.lotomídia.com.br), which

will guide him to the main menu;

B) The main menu will inform the attendances possible to be rendered, what

means, of the bet types disponible to the user (U), as well as will inform the

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results of previous games assisted by the lottery structure in subject, and finally will give the option to continue or to leave. If one wants to leave it , he will return to the net;

C) To continue, the user (U) chooses by " clicking " (with the mouse) and then accessing the results of previous games or the bet type that it intends to make, and the system will offer him the possibilities together with the pertinent bet prices;

D) If the option is to see the results, the user (U) receives them and will have the option to continue or to leave, if One wants to leave, he will return to the net,if one wants to continue he will return to the main menu mentioned in B);

E) If the option is to bet, the user (U), after the accomplishment of his games, will have as result, in case he has not made any mistake, an overview of these games, as well as of the value of each operation to be accomplished for payment by the banking or cards, the user (U)will have the option of still continue to accomplish the game, in case he gives up, he will have the option to continue or to leave, if one wants to leave, he will return to the net, if one wants to continue, he will return to the main menu mentioned in B),in case any mistake happens or one want to cancel, it will appear the reason of the mistake and it will be given to the gambler the option of trying again; In positive case it will go back to the screen to do the bet; in negative case, or after three attempts of doing the bet, the option will be given to continue or to leave,if one want to leave, he will return to the net, if one want to continue he will return to the main menu mentioned in the item B; and

F) In case he doesn't give up, it will be made automatically the payment consult, being typed the data for the debit or credit cards, through electronic change of information with the chosen system, and after approved the transaction, the accomplishment of the game will be confirmed and it will happen the

5   recording of the accomplished operation, generating for the user (U), the receipt of the financial operation and emission of a voucher with the game data in the form demanded by the Lottery Provider, making them disponible for the user (U) for obligatory storage and/or printing close to the user terminal, it is possible to pay multiple games with the same payment process;

10   or utilization of dedicated equipment with steps of operation with the following sequence:

a) The user (U) is introduced to the start screens , with alternating screens in way to avoid the burning of the video monitor (phosphorus), the user (U) should press a Start " key " at the touch sensitive monitor to the touch to access the " main menu ";

15   b) The " main menu " screen offers the following options: to verify the result of previous games, and to choose the possible game types (type I game, type II game, type III game, and so on), in case the system stays stable for more than 2 minutes, without any choice on the part of the user (U), it comes back at the start screens (stage a);

20   c) In case the user (U) has opted for verifying the result of the previous games, the user (U) is presented to a " menu " screen with the following options: the date of the wanted extraction, the extraction number, or the return to the " main menu ", after opting, it is presented the requested results, in case the system stays stable

for more than 2 minutes, without any choice on the part of the user (U), the system comes back to the " main menu " (stage b);

d) If, in the stage b, the user (U) has chosen one of the offered games types, the system requests a confirmation of the accomplishment of the wanted game, if the option is " do not accomplish game ", the system comes back to the " main menu " (stage b), if the option is "accomplish game ", the system executes the (stage e);

e) The game accomplishment " menu " offers the possible options for accomplishment of the bet, such as dozens, combinations of letters, illustrations, etc., according to the type of game chosen, after confirmation on the user's part, the system checks the validity of the bet, avoiding such mistakes as repetition of numbers, etc., in case mistakes had happened in the bet, the system indicates them and offers a new trying option, after a limit of 3 wrong trying, the system comes back to the " main menu " (stage b), when the bet is validated by the system, it goes to the stage f);

f) The system offers the option " to leave the game ", in case the answer is affirmative, the system comes back to the start screen (stage a), in case the answer is negative, the system passes to the (stage g);

g) The " menu " of bank/credit card choice allows the user (U) to indicate its bank or credit card operator for payment of the bet, after the choice, it goes to the (stage h);

h) The user (U) passes his magnetic card in the card reader and his data are transferred to the banking or cards net;

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i) The user (U) types his data and tries to validate the payment by the system current in the banking or cards net, that is, with confirmation and a limit of 3 incorrect attempts, there is a return to the stage (f) after this limit; and

j) The system prints the bet and payment voucher, containing the necessary data for the user (U) to verify the results, the system comes back to the "main menu" (stage b).

2. "HARDWARE AND SOFTWARE INTEGRATION PROCESS FOR LOTTERY BETS OPERATION", as cited at claim 1,characterized by, provide accomplishment of lottery bets of "scratch-and-win" type, with the following sequence of process:

a)it creates two layers: the superior (covering) that can be removed by means of previous conditions that shall be obeyed (and demonstrated as follows), and the inferior layer (permanent) superimposed by the superior layer which will contain information's that are typical for this game type (prizes, information, messages, etc.);

b)Each virtual game card will be available or liberated only after the payment operation is concluded and it will contain the indication of a prominent region on the screen, so that the removal of the covering (erasing)can begin, this region, the gambler should click with the mouse (Internet) or should touch with finger point (kiosk), to begin the removal of this superior layer, this process, once begun, is irreversible;

c)In case the award is won, it will appear in the screen, for posterior printing, a ticket with all this operation information, from which the player will opt for receiving its prize via electronic bank operation or via authorized bank, the payment of the prize can be made automatically by means of deposit in the gambler's bank account (eventually, the

same account used previously to pay the virtual "scratch-and-win" game), a voucher of

the values deposited in bank account being emitted;

d)The superior layer will be removed, and it will only be altered once with the

"scratching", by use of the mouse, in the case of a microcomputer linked to the Internet,

or by the use of the finger, in the case of dedicated game machine (kiosks); These layers

will be assembled a priori, taken into account the information previously established by

the Lottery Office and by this type of game administrator, appropriately coded, and they

will be open by the Software so that it is made a number of virtual game cards controlled

by this office, properly numbered and coded, and whose control will be done by means of

on-line operation, providing that the liberation of the winning virtual game card can be a

random, sequential or criteria one; and

e)The inferior layer will be fixed and never will have conditions of being altered, its

information will be valid in any situation and they will be recognized by any agent

authorized by this game provider office, for this, can be printed in specific format, so

much in the dedicated game machines, with common paper and with a characteristic

printing, when the award happens (otherwise the impression won't be liberated), as in

microcomputer terminals linked to the Internet or to the consults terminal, with normal

printing paper also with a characteristic printing and in identical way in the case of

award.

20   3."HARDWARE AND SOFTWARE INTEGRATION PROCESS FOR LOTTERY

BETS OPERATION", as cited at claim 1, characterized by, process that have alternative

to generate a written communication to the user (U), informing that the same won the

bet or even any general information.

4. " DEDICATED HARDWARE ", to realize the process of operation of lottery bets, as

cited at claim 1, characterized by, a processor (1) for general processing and accesses

attendance, with central processor Intel Pentium PRO or equivalent, with the following

minimum requirements: clock of 200 MHz, " cache " memory of 256 Kbytes, main

5   memory of 64 Mbytes expandable to at least 128 Mbytes, an auxiliary standard keyboard

101 keys, for access to the databases and the programs by technicians especially

authorized, an unit of hard disk for database, with a formatted storage capacity of 4

Gbytes or more, endowed with type " Fast SCSI-2 " communication interface ANSI

X3.131-1994 standard, with an access time of 15 ms or less and minimum transfer rate of

10   4 Mbytes/s, an 3,5 " floppy-disk unit with 1.44 Mbytes formatted capacity, for data

storage and transfer, a " DAT " (Digital Audio Tape) tape unit for storage of data that can

be periodically transferred to the lottery net, with minimum storage capacity of 8 Gbytes

without data compression, with type " SCSI-2 " communication interface ANSI X3.131-

1994 standard, with minimum time between failures (MTBF) of at least 70,000 hours, a

15   CD-ROM unit for storage and transfer of data, with minimum speed 24 times greater than

standard " MPC ", minimum formatted capacity of 600 Mbytes, type " SCSI-2 "

communication interface, form factor of 5,25 inches, sustained transfer rate of 330 kbps

or more, medium time of access of 300 ms or less, reading/record by ISO 9660, High-

Sierra, CD-ROM X-A, and Kodak Photo CD and a soundboard unit for sound alarm, a

20   video monitor (2) type touch screen where the gambler will make its choices through a "

menu " and will inform his data bank after making the bet, said monitor with the

following minimum requirements: color, 14 " super VGA standard, with a resolution of

1025x768 points, 0.28 mm " dot pitch ", non interlaced, touch sensitive, a communication

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interface set(3) for communication (through the public phone system) with the banking, cards and lottery nets, multiserial with a minimum 6 ports, EIA RS-232C/CCITT V.24/V.48 standard and 6 modems compatible with the described interfaces and a speed of 33,6 Kbps, a magnetic cards reader unit (4), for reading of the gambler's debit or credit

5   card, speaker (5), for sounding of the screen touches and user warnings, a printer unit (6) for printing of the bets vouchers and payments on the gambler's part, and the electric current source (7).

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